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Apple: Apple Computer Inc.; Atari: Atari Inc.; CP/M: Digital Research, Inc.; TRS-80: Radio Shack Div. of Tandy Corp.; VIC: Commodore Business Machines.

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## COMPUTER RAGE

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Dear Computer Enthusiast,

Welcome to our Spring/Summer 1983 Catalog of computing books for every area of interest. Whether you're a regular customer or new to us, a beginner or a computer professional, I think you'll find a lot here to capture your attention.

Our new books cover two popular, up-and-coming computers, a fascinating learning language, and computer applications to a vital area of education.

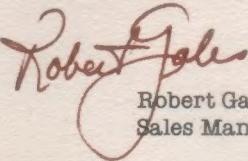
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## THE BEST OF SYNC

**Volume One**

*Edited by Paul Grosjean*

*The Best of SYNC, Volume One*, is an all-new collection of articles and reviews that appeared in the first six issues of *SYNC* magazine. If you own a Sinclair ZX80, ZX81 or Timex Sinclair 1000, this information-packed book is a must. Sections cover:

- Games
- Math and Math Graphics
- Software Programming
- Techniques
- Translation
- Graphics
- Machine Language
- Hardware
- Resources
- Reviews

—and much more. In *The Best of SYNC* you'll find game programs like "Forest Treasure" and "Motorcycle Race Game"...hardware plans for a "Key Click Generator" and a "Parallel Interface"...programming features on handling character strings in the ZX80, converting from other BASICs, and an introduction to machine code. And that's only a small sample. These features appeared in issues that are now out of print and nearly impossible to find. But you can still get this invaluable information—in *The Best of SYNC*.

8½" x 11". \$9.95. **6M**



## LOGO: AN INTRODUCTION

*By J. Dale Burnett*

Logo is the computer language that's sweeping the country with its simple "turtle geometry" way of achieving computer literacy. It offers immediate control of computers to even very young children. And *Logo: An Introduction* is the beginner's guide that makes learning Logo fun!

Easy to read and written in simple terms, this outstanding new book is designed for teachers and students who have little or no knowledge of Logo or computers.

*Logo: An Introduction* helps novices create geometric shapes, learn about computer memory, play with curves, learn about arithmetic and logic, experiment with words and sentences, and combine simple commands into more powerful computer programs.

*Logo: An Introduction* is written in an open-ended, exploratory style that won't scare students with technical terminology or bog them down with endless details. It makes the perfect supplementary text to Logo manuals, and a wonderful sourcebook of ideas and suggestions for using Logo in the classroom.

11" x 8½". \$7.95. **12L**

## NEW BOOKS

### COMPUTERS FOR KIDS

VIC®-20 Edition

By Sally Greenwood Larsen

Following the same successful format as editions for the TRS-80, Apple, Atari, Sinclair ZX81 and Timex Sinclair, *Computers for Kids* has now been issued in an edition specifically designed for young Commodore VIC-20 users. Written for children aged 8 to 13, this volume will teach youngsters to write programs in less than an hour. No previous knowledge of algebra, variables or computers is necessary. In addition, *Computers for Kids, VIC-20 Edition* has a section for parents and teachers.



"*Computers for Kids* is the best material available for introducing students to their new computers. It is a perfect tool for teachers who are learning about computers and programming with their students. Highly recommended."

-Donald T. Piele, Professor of Mathematics, University of Wisconsin-Parkside

Children will start off with an easy-to-understand explanation of how to use the VIC-20 computer. They'll then learn about flow charts and simple programs. The 12 easy-to-read chapters introduce loops, graphics and other programming concepts, and show the young VIC-20 user how to make the computer do just what he or she wants—in simple, non-technical language.

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### COMPUTERS IN SCIENCE AND SOCIAL STUDIES

A Sourcebook of Ideas

Edited by David H. Ahl

If you're involved with one of the physical or social sciences, then you'll want to get this diverse collection of 49 computer simulations and applications—a valuable source of ideas to make learning more realistic and more fun.

Twenty social studies simulations let you manage a kingdom, trade furs, operate a power plant, run an oil company, fight the Civil War or travel the Oregon Trail. Ecology simulations let you explore the impact of various ecosystems upon animals, fish or trees. Physics becomes a game, with simulations of a lunar landing, drag racing and artillery fire. You'll also find programs dealing with genetics, psychology, health, astronomy and chemistry. The 49 intriguing, user-tested applications in this book emphasize learning by doing, as they encourage the user to ask the important "what if" questions.

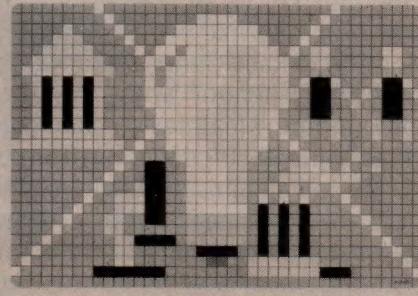
In *Computers in Science and Social Studies*, you'll find: The Game of Life; ecology simulations; life expectancy quiz; simulations of lunar landings; chemistry gas laws program; Hammurabi, Dukedom and King social simulations; Oregon Trail and fur trader simulations; nuclear power plant, electric company and oil company simulations; genetic calculations and problem solving—and much more. This book is a wealth of ideas, and a must for anyone using a computer in science and social studies.

8½" x 11". \$14.95. 9X

**COMPUTERS IN  
SCIENCE AND  
SOCIAL STUDIES**

A SOURCEBOOK OF IDEAS

Edited By David H. Ahl



49 thought-provoking simulations, applications and educational games for microcomputers! User-tested programs are included.

## CHILDREN'S BOOKS



### COMPUTERS FOR KIDS

By Sally Greenwood Larsen

- Apple® Edition
- Atari® Edition
- Sinclair ZX81 and Timex Sinclair Edition
- TRS-80® Edition

Tailored specifically to each popular computer system, these delightful educational volumes will get children started on computer programming the quick and easy way. Each volume has full instructions on writing programs for graphics, calculations and more. Special sections offer tips to teachers and parents.

**Apple:** 11" x 8½", illustrated. \$5.95. **12G**

**Atari:** 11" x 8½", illustrated. \$4.95. **12J**

**Sinclair/Timex Sinclair:** 11" x 8½", illustrated. \$4.95. **12S**

**TRS-80:** 11" x 8½", illustrated. \$4.95. **12H**

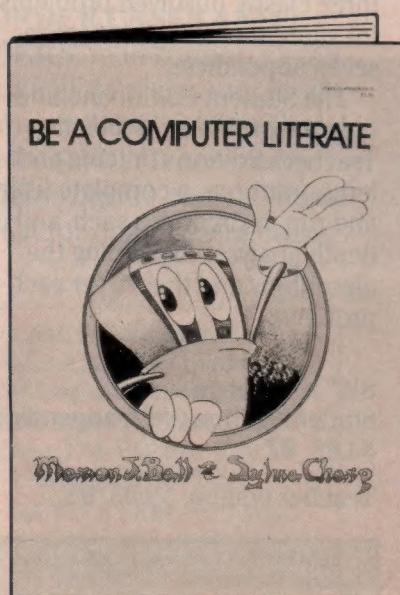


### KATIE AND THE COMPUTER

By Fred D'Ignazio  
Illustrated by Stan Gilliam

In this full-color fantasy for young children, Katie "falls" into her home's new computer and enters the imaginary world of Cybernia. Her marvelous journey, with Colonel Byte as her guide, parallels the path of a programming command through a computer. Supplemental information is provided to relate the story to actual computer operation. *Infosystems* calls this book "entertaining and educational."

11" x 8½", full-color illustrations. \$8.95. **12A**



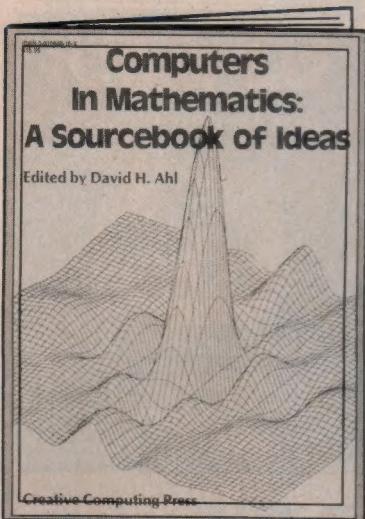
### BE A COMPUTER LITERATE

By Marion J. Ball and Sylvia Charp  
Illustrations by Jonathan Byrd

This colorfully illustrated, easy-to-read volume introduces young people to the concepts of what a computer is, what its uses are in modern life, from medical research to traffic control to shopping, and how a computer actually functions. The illustrations and diagrams in BE A COMPUTER LITERATE make each concept clear and easy to understand without oversimplifying. Program steps are illustrated with flowcharts, and a glossary covers essential terminology.

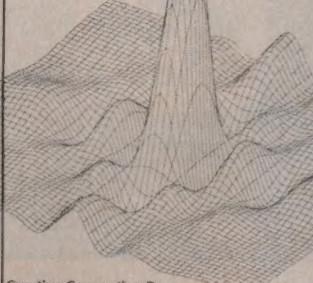
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## EDUCATIONAL BOOKS



### Computers In Mathematics: A Sourcebook of Ideas

Edited by David H. Ahl



Creative Computing Press

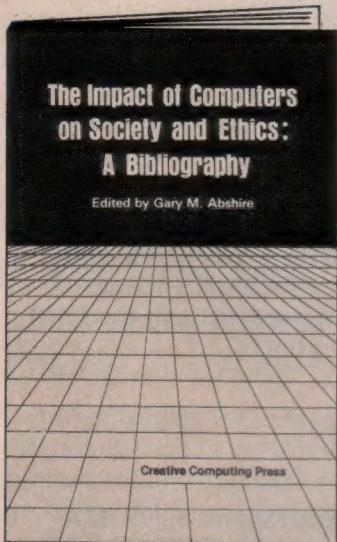
## COMPUTERS IN MATHEMATICS

### A Sourcebook of Ideas

Edited by David H. Ahl

Scores of classroom-tested ideas in dozens of areas such as solving differential equations...trigonometric functions and Tchebychev approximations...computer simulations and problem-solving in probability...binary counting...regression analysis. Practice programs, art and graphing programs, listings and sample runs included. Over 250 problems, puzzles and ideas.

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### The Impact of Computers on Society and Ethics: A Bibliography

Edited by Gary M. Abshire

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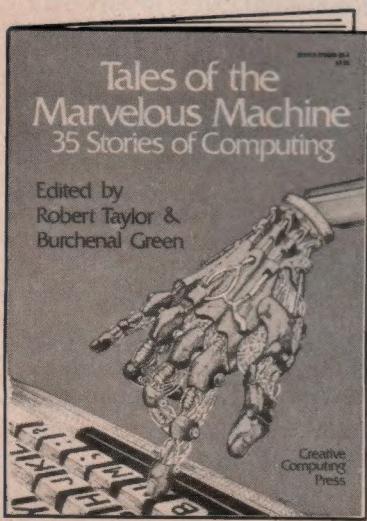
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Where is the computer leading us? Will we become slaves of computer technology? This bibliography helps answer questions like these. For anyone doing computer research, the 1,920 alphabetical entries make this a handy reference book.

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### Tales of the Marvelous Machine 35 Stories of Computing

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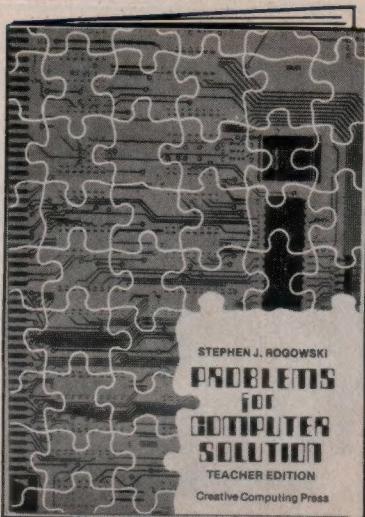
## TALES OF THE MARVELOUS MACHINE

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Writers such as Frederick Pohl, Charles Mossman and George Chesbro explore themes involving computers, the future, society, and computers and humans. Can computers wish? Are we all part of a large organic computer? These and other questions are explored.

8½" x 11", illustrated. \$7.95. 12B



STEPHEN J. ROGOWSKI  
**PROBLEMS  
FOR  
COMPUTER  
SOLUTION**  
TEACHER EDITION  
Creative Computing Press

## PROBLEMS FOR COMPUTER SOLUTION

By Stephen J. Rogowski

Here are 90 intriguing math and science problems—most consisting of several parts—that will provide hours of fascination. Each problem is clearly presented and thoroughly discussed, with references made to standard math texts. Problems cover eight areas: arithmetic...geometry...trigonometry...number theory...probability...statistics...calculus...science. In addition, there are three classic unsolved problems for student investigation, plus seven appendices.

The Student Edition includes only the problems, while the Teacher's Edition contains problems, solutions, a complete listing and run in BASIC for each, and in-depth analyses explaining the algorithms and theory for each problem.

8½" x 11" each.  
Student edition (with appendices).  
\$4.95. 9Z

Teacher edition: \$9.95. 9Y

ALSO SEE: *Computers in Science and Social Studies* (p. 2).

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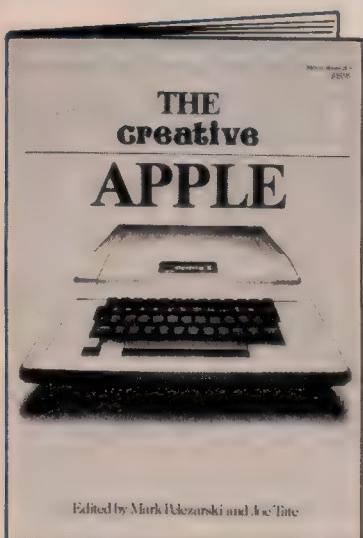
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Nov./Dec. 1980

**Sync**  
Jan./Feb. 1981

**Computers & Electronics**  
April 1982

**PC Magazine**  
June/July 1982



## THE CREATIVE APPLE

*Edited by Mark Pelczarski and Joe Tate*

This book brings you the best articles and features on the Apple to appear in the past four years of *Creative Computing*. Revised and updated, this wealth of material gives you dozens of ways to tap the tremendous potential of your Apple. Chapters cover:

- Graphics
- Music
- Education
- Word processing
- Business
- Appletalk
- Software reviews
- Ready-to-run programs
- Tips for easier programming
- Branches

Whether you use your Apple for business, teaching, home budgeting, or just having fun and games, you'll find plenty of ways here to get more from your computer than you ever dreamed.

8½" x 11", illustrated. \$15.95.

**18R**



## THE CREATIVE ATARI

*Edited by David Small, Sandy Small and George Blank*

This volume of updated material that previously appeared in *Creative Computing* magazine is for the average Atari user who knows a little about BASIC and simple programming. Because the Atari is such a powerful computer, learning how to use its special features can be difficult for all but the most sophisticated users. That's where THE CREATIVE ATARI can help. The book contains four main sections:

- A discussion of Atari memory concepts essential to programming.
- A tutorial on Atari graphics.
- A collection of programming tips, plus information on non-graphic areas.
- Programs which readers may run on their Ataris, with reviews of good commercial programs available for the Atari.

The Creative Atari also includes an appendix with a reference guide to useful Atari information.

8½" x 11", illustrated. \$15.95.

**18B**



## THE CREATIVE TRS-80

*Edited by Ken Mazur*

This volume is a complete guide based on articles that appeared in *Creative Computing* about the Radio Shack TRS-80. The Creative TRS-80 covers:

- Games, with nine full-length program listings.
- Personal productivity, including expense management and record keeping.
- Education, from pre-school to high school.
- Word processing.
- Programming tips, debugging, error trapping and numerical techniques.
- Graphics.
- Commercial software.
- Hardware, including new TRS-80 models, printers and peripherals.

For anyone using a TRS-80 in the home or at work, this is an outstanding supplementary volume.

8½" x 11", illustrated. \$15.95.

**18Y**

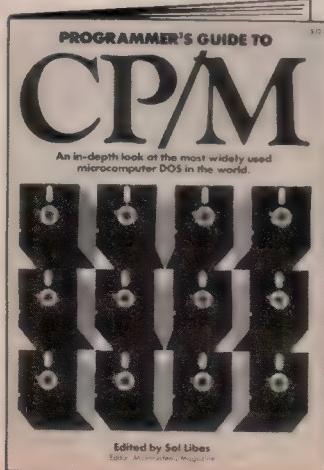
## PROGRAMMER'S GUIDE TO CP/M

Edited by Sol Libes

This authoritative volume of reprints from *Microsystems* magazine is written for the programmer writing software for CP/M, or the individual installing CP/M on non-configured systems. This high-level book covers:

- An introduction to CP/M, CP/M's structure and format
  - The CP/M connection, including interfacing to operating systems, file operations and more
  - CP/M on NorthStar systems
  - CP/M software reviews, including MODKOM, COMMX, MCALL, OS-1, BDS-O, tiny c TWO™, and Whitesmiths C
  - CP/M utilities and enhancements
  - CP/M 86
  - CP/M software directories
  - Applications program
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- plus interpreters, languages, utilities, sort programs and more.

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## COMPUTERS FOR SEA & SKY

By Stephen J. Rogowski

*Computers for Sea & Sky* is a state-of-the-art book that brings air and sea navigation firmly into the computer age. This outstanding new reference volume substitutes computer programs for reams of bulky charts and tables, and replaces hours of tedious hand calculation, research and interpolation with microprocessor speed and accuracy.

*Computers for Sea & Sky* provides the serious aircraft pilot or ocean navigator with computer programs in BASIC that perform vital computations in the seven major areas of aviation, navigation, speed and distance, meteorology, time and the sky, charts and mathematics. It replaces fully 1,000 pages of navigation tables with programs that produce figures accurate to six decimal places!

8½" x 11", including glossary, index, bibliography and appendix for constants. \$9.95. 14F



## GETTING ACQUAINTED WITH YOUR VIC-20

By Tim Hartnell

This book leads the reader, step by step, from the fundamentals of programming the Commodore VIC-20 to writing complex and sophisticated programs for a wide variety of applications. Parents and teachers will find the section "Vic as a Teacher" extremely helpful in using the VIC as an effective learning aid. Over 60 complete programs are included.

5½" x 8½". \$9.95. 15R



# GETTING ACQUAINTED WITH YOUR ZX81

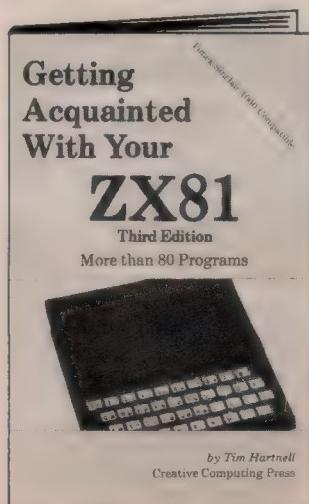
**Third Edition**

*By Tim Hartnell*

This informative volume for the new Sinclair ZX81 user contains more than 70 programs to help the reader get the most from his Sinclair or Timex Sinclair computer. Game programs include Checkers, Alien Imploders, Blastermind, Moon Lander, Breakout, Star Burst and Derby Day. The book also shows programs for cascading sine waves, plotting graphs and tables, data sorting, equation solving, plus the use of commands such as PLOT, SCROLL, PRINT, TAB, PEEK, POKE and more.



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# THE GATEWAY GUIDE TO THE ZX81 and ZX80

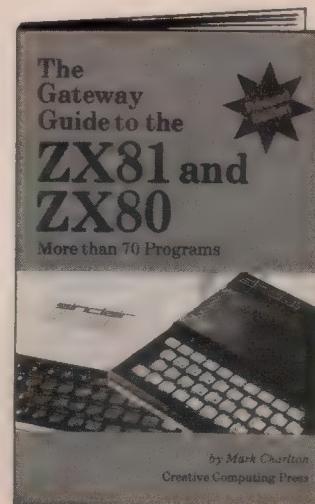
**Revised Edition**

*By Mark Charlton*

With more than 70 ready-to-use programs for the ZX80, ZX81 and Timex Sinclair, this book helps the beginner learn programming, and encourages experimentation as he progresses. The book describes each statement and function, illustrates it with a demonstration routine or program, and combines it with previously discussed material to help the reader understand his Sinclair or Timex Sinclair computer.



5½" x 8½", \$9.95. 16O



**ALSO SEE:** *The Best of Sync* (p. 1) and *Logo: An Introduction* (p. 1).

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*By Bob Maunder*

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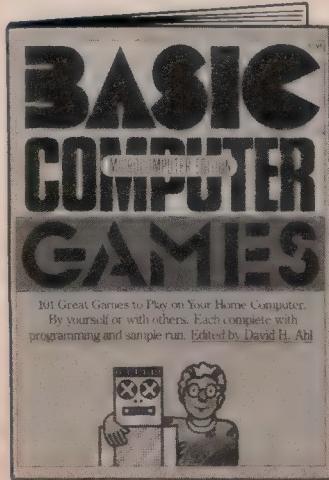


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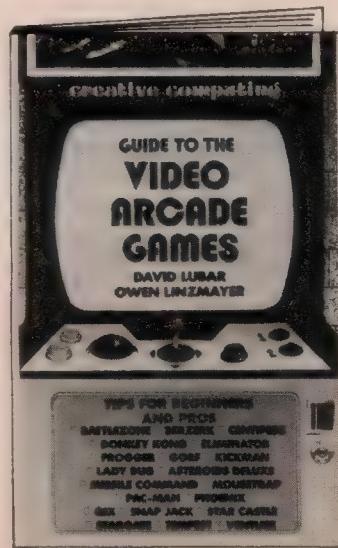
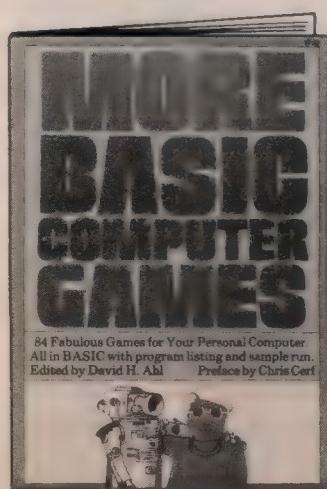
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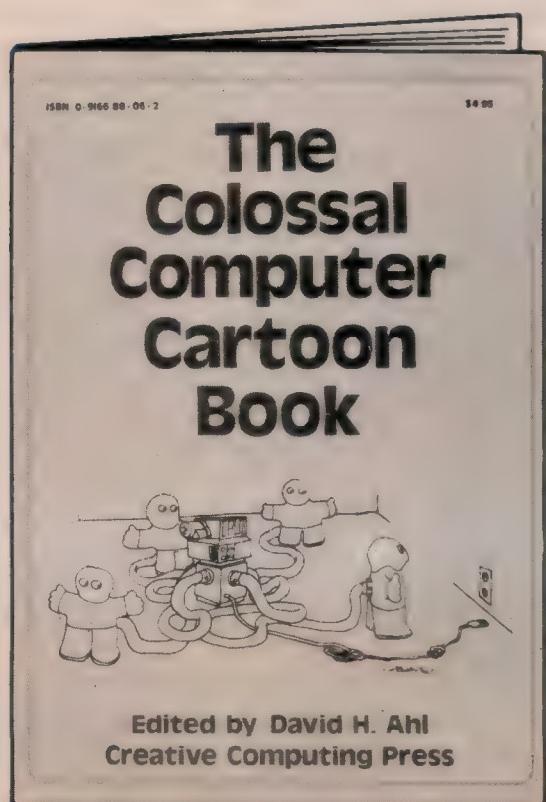
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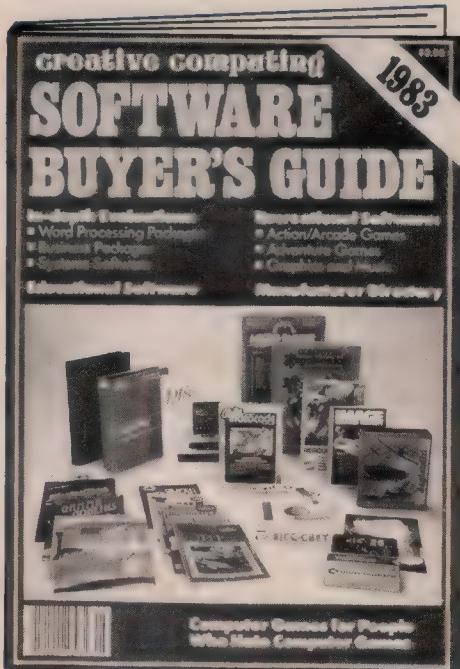
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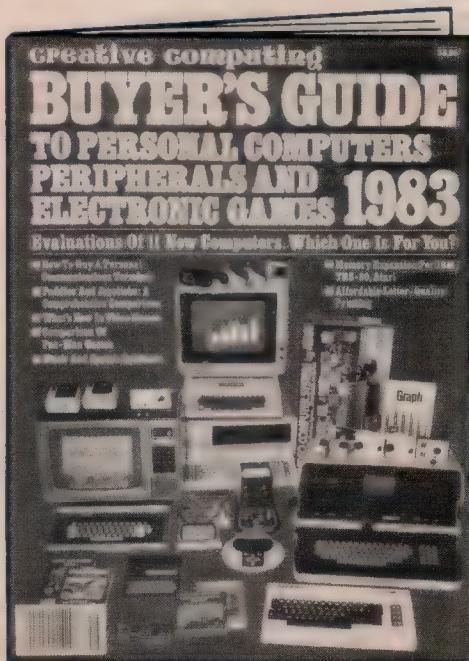
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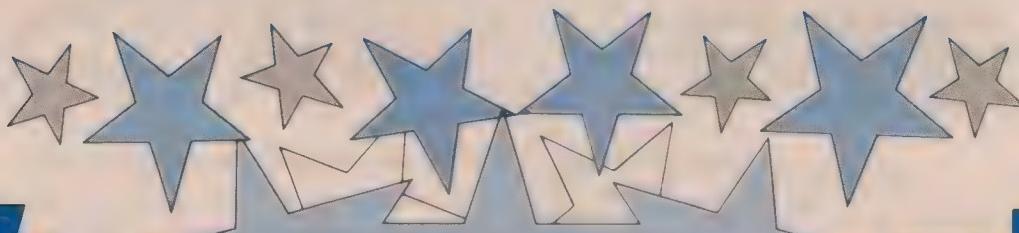
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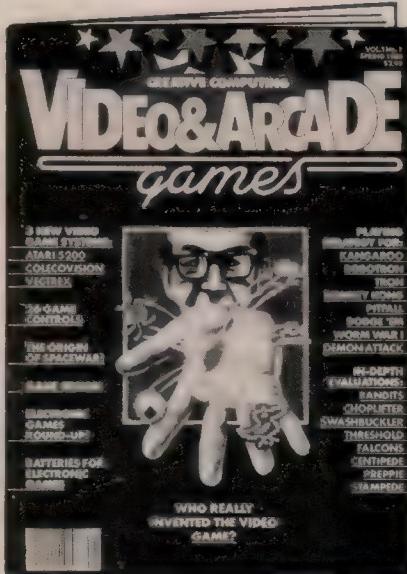
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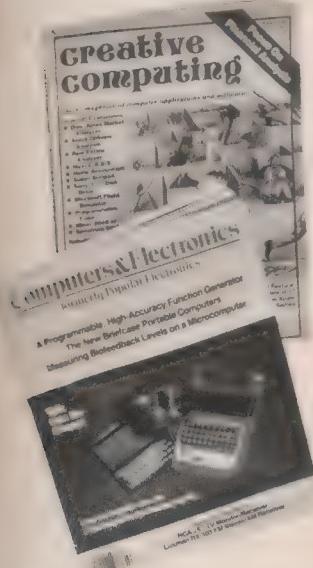
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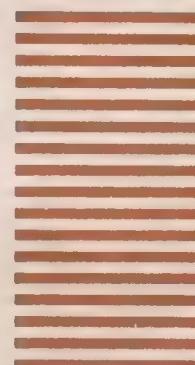
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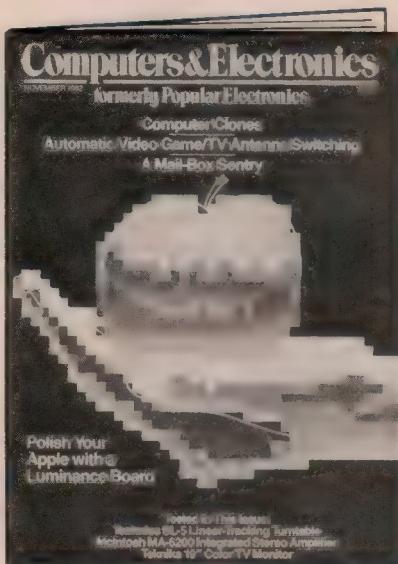
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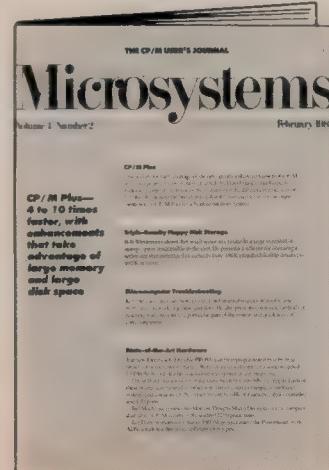
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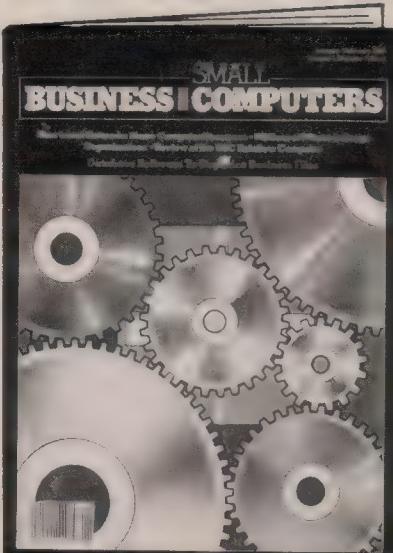
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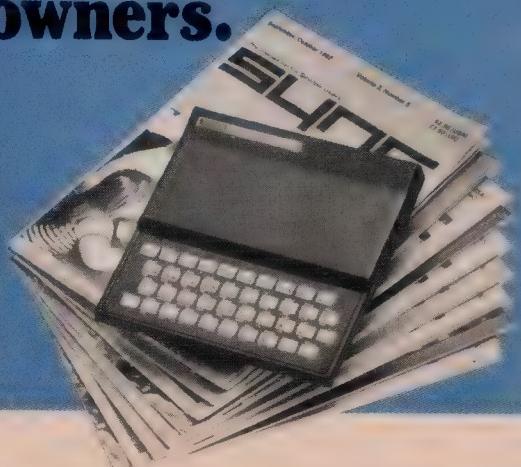


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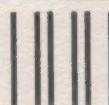
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